Alicorn Dragon

IRIDISETTA

Iridisetta, or Mother Iridisetta, as she is more commonly known, is an ancient alicorn dragon best known for adopting children of any ancestry, regardless of their "purity" or "worthiness." Most of Iridisetta's children are orphans, though she also adopts any children who seek her aid or protection or those who wander unattended into her territory. Iridisetta nurtures and educates her children equally, including teaching them how to live a virtuous and kind life. Although patient and understanding with her children when young, once they reach adulthood, Iridisetta no longer easily forgives her children's transgressions. Ultimately, she ends up sending those who fail to uphold her strict ideals away with enough treasures to start a new, prosperous life in the wider world and wishes them well. But those few who follow her ideals to the end often grow to become legendary heroes and famous sages.

Alicorn dragons are among the most benevolent of dragons. They're pure of heart and spirit, virtuous and kind, willing to help those in need and offer succor—so long as one's cause is worthy and one's heart is unburdened by sin or regret. Despite their goodly nature, alicorn dragons are as proud as any other dragon—confident in their righteousness, grace, and beauty. They can't stand to have their name or reputation besmirched, slandered, or their motives or virtue questioned. An insulted or threatened alicorn dragon is just as formidable a foe as their more violent kin.

Alicorn dragons have a sleek, slim build with an equine face and mane, as well as a tuft of hair on the tip of their tail. Their scales are usually ivory, white, or cream colored—though pastel shades of pink, blue, purple, and yellow are not unheard of—with feathered wings and a single iridescent spiraling horn central on their brow, much like that of a unicorn. This horn is a conduit for an alicorn dragon's magical powers. This horn glows with a rainbow of bright colors whenever an alicorn dragon casts a spell, and its breath weapon emits from its horn rather than its mouth. Even when severed from an alicorn dragon's body, this horn has magical properties, making it greatly prized by unscrupulous spellcasters and alchemists. Yet few would dare try to hunt an alicorn dragon for its horn, making the acquisition and trade of alicorn dragon horns the purview of dragon slayers and their minions. The horn trade is more of a threat to young alicorn dragons and those alicorn dragons who choose to undertake the lux aeterna ritual.

Alicorn dragons reside in idyllic, unspoiled regions of the wilderness, such as sprawling meadows of wildflowers, secluded groves, pristine lakes, or soothing hot springs. An alicorn dragon's domain is usually considered sacred by mortals who live in the region—a place of utmost beauty, protected by an alicorn dragon, where the pure of heart can go to petition the dragon for aid and guidance. A place that only those sure of their virtue and righteousness (or the incredibly foolish) dare tread…

Alicorn dragons distrust most short-lived mortals, seeing in them a frantic impatience that too often leads to duplicitousness, greed, selfishness, and unwarranted violence—all traits that an alicorn dragon considers foul and impure. Likewise, they distrust those who exhibit grand ambitions or who desire to expand, possess, and obtain. Regardless of appearance or compelling speeches, alicorn dragons suspect most mortals with brief lifespans of deception and foul intentions. Yet, alicorn dragons haven't entirely given up hope. They get along well with longer-lived beings, including most goodly fey, virtuous extraplanar beings, gnomes, elves, and unicorns. They also have a soft spot for the young and innocent—children and those yet unblemished by the cruelties of their fast-paced lives and untrustworthy kin—and for the elderly who have learned from their mistakes and taken the time to slow down and enjoy their twilight years. They consider children and innocents something to cherish, knowing that their innocence will fade in the blink of an eye—like a beautiful flower doomed to wither and die in the face of winter's first frost.

Alicorn dragons pride themselves on offering aid to those who petition them for help or advice, though they only help those who treat them with the proper respect and whom they deem worthy: the pure of heart or spirit, the well-intentioned, and the charitable. Their aid often comes in the form of healing, protection, shelter, or advice. Rarely do alicorn dragons rouse to violence on behalf of evanescent mortals whose passions drive them to impetuousness, whether those mortals have a pure spirit or otherwise. Most alicorn dragons

choose to fight only when their home faces an existential threat or utter destruction—an incursion of demons, the tyranny of an enemy dragon, or the invasion of an army that destroys the lands through which they pass.

ANCIENT ALICORN DRAGON

Legendary Gargantuan dragon, neutral good

Armor Class 21 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 12 (+1) **CON** 26 (+8) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 24 (+7)

Saving Throws Dex +8, Con +15, Wis +11, Cha +14

Skills Insight +11, Nature +9, Perception +21, Performance +14, Persuasion +14, Stealth +8, Survival +11

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic, Sylvan

Challenge 23 (50,000 XP) **Proficiency** +7

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Resplendent Rainbow Regalia ends.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 5 (1d10) radiant damage.

Claw. *Melee Weapon Attack:* +15 to hit; reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Horn. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) radiant damage, and the target must succeed on a DC 23 Constitution saving throw or be blinded until the end of its next turn.

Tail. *Melee Weapon Attack:* +15 to hit; reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

MUSIC AFICIONADOS

Alicorn dragons pride themselves on discerning if those they meet are pure of heart and spirit. While they're uninfluenced by appearances, silver-tongued speeches, and logical arguments, they have a soft spot for music and poetry and have been known to overlook the flaws and past deeds of those who can sing a beautiful song, compose a complex symphony, or recite inspiring poems. Thankfully, this bias for musicians only goes so far—no aria is compelling enough to make an alicorn dragon forget foul deeds they've witnessed the musician perform nor disregard a truly evil soul.

ALICORN DRAGON SPELLCASTERS

An alicorn dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG ALICORN DRAGON

Young (save DC 17):
1/day each: *animal messenger*, *charm person*, *heroism*, *lesser restoration*

ADULT ALICORN DRAGON

Adult (save DC 21): As Young, plus
1/day each: *haste*, *true seeing*

ANCIENT ALICORN DRAGON

Ancient (save DC 22): As Adult, plus
1/day each: *raise dead*, *scrying*

GREAT WYRM ALICON DRAGON

Great Wyrm (save DC 24):
As Ancient, plus
1/day each: *banishment*, *foresight*

Breath Weapon (Recharge 5–6). The dragon emits a brilliant, blinding rainbow of light from its horn in a 90-foot-long, 10-foot-wide line. Each creature in that area must make a DC 23 Dexterity saving throw, taking 44 (8d10) fire damage plus 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 6th level or lower, the spell that created the darkness is dispelled.

Reactions

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Healing Horn (3/Day). The dragon touches a creature within range of its horn. The creature regains 36 (8d8) hit points.

Resplendent Rainbow Regalia. The dragon surrounds itself or a creature it can see within 60 feet of it in a shifting nimbus of colorful rainbows and glittering sparkles. The nimbus sheds bright light for 20 feet and dim light for an additional 20 feet. While the nimbus lasts, creatures that can see the nimbus make attacks against the target with disadvantage, and the target protected by the nimbus gains the following Refract Rainbows reaction. The effect ends after 1 minute or when the target uses Refract Rainbows. Once the effect ends, the creature can't be targeted by Resplendent Rainbow Regalia again for 24 hours.

Refract Rainbows. When a creature you can see hits you with an attack, the Regalia nimbus shatters. The triggering creature must succeed on a DC 23 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Teleporting Charge (Costs 3 Actions). The dragon magically teleports to an unoccupied space within 5 feet of a creature it can see within 90 feet of it, then makes a horn attack against that creature. The dragon makes this attack with advantage, and the target makes its saving throw against the dragon's horn with disadvantage.

ADULT ALICORN DRAGON

Legendary Huge dragon, neutral good

Armor Class 19 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., fly 80 ft.

STR 24 (+7) **DEX** 12 (+1) **CON** 22 (+6) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 24 (+7)

Saving Throws Dex +7, Con +12, Wis +10, Cha +13
Skills Insight +10, Nature +8, Perception +16, Performance +13, Persuasion +13, Stealth +7, Survival +10
Damage Resistances fire, radiant
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, Sylvan
Challenge 17 (18,000 XP) **Proficiency** +6

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Resplendent Rainbow Regalia ends.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

Actions

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +13 to hit; reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +13 to hit; reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +13 to hit; reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 20 Constitution saving throw or be blinded until the end of its next turn.

Tail. *Melee Weapon Attack:* +13 to hit; reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 60-foot-long, 5-foot-wide line. Each creature in that area must make a DC 20 Dexterity saving throw, taking 33 (6d10) fire damage plus 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.

Reactions

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Healing Horn (3/Day). The dragon touches another creature within reach of its horn. That creature regains 27 (6d8) hit points.

Resplendent Rainbow Regalia. As ancient alicorn dragon, but DC 23.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Young Alicorn Dragon

Large dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 80 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 18 (+4) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 20 (+5)

Saving Throws Dex +5, Con +8, Wis +8, Cha +9

Skills Insight +8, Nature +6, Perception +12, Performance +9, Persuasion +9, Stealth +5, Survival +8

Damage Resistances fire, radiant

Art Collectors

Alicorn dragons are neither covetous nor greedy, often valuing friendships, music, and other intangible experiences over valuable objects or treasures. However, they still have an eye for aesthetics and tend to collect beautiful objects (regardless of their value), notably art and magical items. Most prefer gifts constructed from natural materials that exhibit the natural beauty of the world around them and that were created without damaging the environment.

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HIGH STANDARDS

Alicorn dragons hold others to the same incredibly high standards to which they hold themselves... sometimes too high for other creatures to meet or exceed. As a result, most petitioners fail when they give a series of tests to those who seek them out. This leads an alicorn dragon to be pleasantly surprised when someone succeeds instead.

Damage Immunities poison
Condition Immunities frightened, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic, Sylvan
Challenge 10 (5,900 XP) **Proficiency** +4

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It can replace its bite attack with its horn attack.

Bite. *Melee Weapon Attack:* +9 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit; reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Horn. *Melee Weapon Attack*: +4 to hit; reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 40-foot-long, 5-foot-wide line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (5d10) fire damage plus 27 (5d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 4th level or lower, the spell that created the darkness is dispelled.

ALICORN DRAGON WYRMLING

Medium dragon, neutral good
Armor Class 15 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +3, Con +3, Wis +3, Cha +4
Damage Resistances fire, radiant
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Draconic
Challenge 3 (700 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 4 (1d8) radiant damage.

Horn. *Melee Weapon Attack*: +4 to hit; reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 30-foot-long, 5-foot-wide line. Each creature in that area must make a DC 11 Dexterity saving throw, taking 11 (2d10) fire damage plus 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.